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Prototype

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NES-CC-USA

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This release is dedicated to the memory of
Zorro the Cat 2000 - 2009
Min the Cat 2001 - 2009
Cindy Lou the Cat 2002 - 2009
and to all the pets and loved ones we have lost over the years

History

In June of 2009, BeaglePuss acquired a large lot of Nintendo prototypes on the Digital Press forums. The games were purchased from forum member Rajel when a former game programmer responded to a "want to buy" add he had posted on Craigslist.

The lot contained many interesting games and chips, but one game clearly stood out from the rest; Kitty's Catch! Kitty's Catch is a wonderfully cute and strangely addictive 2 player fishing game. The game was programmed by David Weibenson, a programmer who had worked for several game companies during the life of the NES and SNES. The game appears to have never been attached to a company and it is unlikely that it was considered for mass production. The From Nowhere Productions team is proud to present to you for the first time, Kitty's Catch in it's original, unaltered form!

Object of the Game

The object of the game is to catch enough fish to fill up your bucket before your brother. Once a Kitty has filled their bucket, their brother will have to hand over a shell. Whichever cat has the most shells when all of the stars have left the sky will win their mother's affection and provide dinner for their Kitty family.

Controls

* **Any Direction on the D-Pad**: Extend tail, change color of cat when game is paused
* **A or B Buttons:** Lower fishing line
* **Start Button:** Pause

Once you press a direction on the D-Pad, your Kitty will extend it's tail out, and then retract it. You may press A or B at any time to lower your fishing line. Once you lower your line, you can not reel it up until your hook reaches the bottom of the screen. You're bucket can fit 128 lbs of fish, keep this in mind while you're fishing!

Fish

* **Clown Fish:** The first fish you are introduced to in the game. They are slow and swim in a straight line. They weigh **4 lbs** when caught.
* **Sea Robin:** A purple fish who first appears on the second level, they swim slightly up and down across the pond. It weighs **8 lbs** when caught.
* **Angel Fish:** A large pretty fish, these guys can be picky and tough to catch. They weigh **12 lbs.**
* **Electric Eel:** These shocking pest will trap your fishing line until they've slowly past. It is best to stay out of their way.
* **Jelly Fish:** These evil buggers spawn after certain fish are caught. They will follow your hook, and if caught, will take away all of your power ups! Lucky for you, only one jelly fish can be on screen at a time, but beware!
* **Great White Shark:** This beast will greatly fill your bucket, if you can catch him that is. He can spawn and scare away all other fish if you collect a tin can when you have the music note.

Power Ups

When your Kitty collects a Tin can left over by a fish, it grants you special abilities. Read on to find out how to super charge your Kitty!

Treble Hook: Your first power up, this will allow you to catch tricky fish easier.

Music Box: Plays the song of the sea for your Kitty, calling only the biggest fish to your location. This doubles the weight of all fish you catch!

Slow Down: All fish will slow down for a moment, making them easier to catch:

Shark Call: The ultimate power up, calling the Great White could easily change the tide in your favor!

Special Thanks!

First and foremost, thank you David Wiebenson for Kitty's Catch.

Thank you to everyone who helped make this release possible.

Matt and Mark Nolan, James "Zzap" Todd, James Short, Ian Byfield, Uncle Vinny Tusk , Dain Anderson, Josh Byerly and Laura Cagle for her excellent artwork!

Thank you to all the members of NintendoAge for supporting reproduction projects!